

**AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application. Also see the attached substitute specification:

**Listing of Claims:**

1-69 (canceled)

70. (new) A gaming method, comprising:

- receiving a wager;
- displaying a plurality of game displays on a single display screen of a gaming device at the same time, the plurality of game displays corresponding to a plurality of games;
- providing a first round of play of the plurality of games;
- if one game of one of the plurality of games achieves a first outcome during the first round of play, freezing play of the one game;
- after freezing play of the one game, providing a second round of play of unfrozen games of the plurality of games;
- if an other game of the plurality of games achieves a second outcome during the second round of play, freezing play of the other game; and
- providing awards based on outcomes of the plurality of games.

71. (new) A gaming method as defined in claim 70, wherein providing the second round of play comprises providing at least one of a number of plays and a time period in which to achieve the second outcome.

72. (new) A gaming method as defined in claim 71, further comprising ending play of the plurality of games if the second outcome is not achieved in the at least one of the number of plays and the time period.

73. (new) A gaming method as defined in claim 70, further comprising:

- after freezing play of the other game, providing one or more additional rounds of play of the unfrozen games of the plurality of games; and

freezing play of games in which particular outcomes are achieved during the one or more rounds of play.

74. (new) A gaming method as defined in claim 73, wherein providing awards comprises:  
providing a first award if the first outcome is achieved during the first round;  
providing a second award if the second outcome is achieved during the second round;  
and  
providing one or more additional awards if particular outcomes are achieved during the one or more additional rounds.

75. (new) A gaming method as defined in claim 74, wherein the second award is a greater value than the first award and wherein the third award is a greater value than the second award.

76. (new) A gaming method as defined in claim 70, wherein displaying the plurality of game displays comprises displaying a remote game played at a remote gaming device separate from the gaming device.

77. (new) A gaming method as defined in claim 76, wherein providing awards based on outcomes of the plurality of games comprises providing a first award only if the first outcome is achieved by play at the gaming device.

78. (new) A gaming method as defined in claim 70, wherein the plurality of games are selected from a plurality of classes of games including blackjack, poker, reel slot machine, keno, bingo, roulette, and craps.

79. (new) A gaming method as defined in claim 78, wherein each game of the plurality of games is of a different class than the other games of the plurality of games.

80. (new) A gaming method as defined in claim 70, wherein displaying the plurality of game displays on the single display screen comprises displaying each game display of the plurality of game displays in a separate graphical window on the single display screen.

81. (new) A gaming method as defined in claim 70, wherein displaying the plurality of game displays on the single display screen comprises displaying each game display of the plurality of game displays on a separate, separately controllable sub-array of the single display screen.

82. (new) A gaming method, comprising:

- receiving a wager;

- displaying a first plurality of game displays on a single display screen of a gaming device at the same time, the first plurality of game displays corresponding to a first plurality of games;

- determining first outcomes of the first plurality of games;

- providing awards based on the first outcomes;

- if a first condition is satisfied, displaying a second plurality of game displays on the single display screen at the same time, the second plurality of game displays corresponding to a second plurality of games;

- determining second outcomes of the second plurality of games if the first condition is satisfied; and

- providing awards based on the second outcomes, if any.

83. (new) A gaming method as defined in claim 82, further comprising:

- displaying a third plurality of game displays on the single display screen at the same time if a third condition is satisfied, the third plurality of game displays corresponding to a third plurality of games; and

- determining third outcomes of the third plurality of games if the third condition is satisfied;

- providing third awards based on outcomes of the third plurality of games, if any.

84. (new) A gaming method as defined in claim 82, wherein the first plurality of games includes games of a first type, wherein the second plurality of games includes games of a second type, and wherein the first type is different than the second type.

85. (new) A gaming method as defined in claim 84, wherein the first type comprises 5-card draw poker, and wherein the second type comprises 7-card draw poker.

86. (new) A gaming method as defined in claim 82, wherein the first plurality of games includes games of a first class, wherein the second plurality of games includes games of a second class, and wherein the first class is different than the second class.

87. (new) A gaming method as defined in claim 86, wherein the first class comprises reel slot machine games, and wherein the second class comprises blackjack games.

88. (new) A gaming method as defined in claim 82, wherein the first condition comprises achieving at least one specific game outcome associated with the first plurality of games.

89. (new) A gaming method as defined in claim 82, wherein the first condition comprises a level of winning associated with the first plurality of games.

90. (new) A gaming method, comprising:

- receiving a wager;

- displaying a first game display of a first game on a single display screen of a gaming device;

- determining a first outcome of the first game;

- if a first condition is satisfied, displaying the first game display and a plurality of second game displays on the single display screen at the same time, the plurality of second game displays corresponding to a plurality of second games;

- determining a second outcome of the first game;

- determining first outcomes of the plurality of second games;

- if a second condition is satisfied, displaying the first game display, the plurality of second game displays, and a plurality of third game displays on the single display screen at the same time, the plurality of third game displays corresponding to a plurality of third games;

- determining a third outcome of the first game;

- determining second outcomes of the plurality of second games;

- determining first outcomes of the plurality of third games;

- providing awards based on at least one of the first outcome of the first game, the second outcome of the first game, the third outcome of the first game, the first outcomes of

the plurality of second games, the second outcomes of the plurality of second games, and the first outcomes of the plurality of third games.

91. (new) The gaming method of claim 90, wherein displaying the first game display, the plurality of second game displays, and the plurality of third game displays on the single display screen comprises displaying a number of third game displays greater than the number of second game displays in the plurality of second game displays.

92. (new) The gaming method of claim 90, wherein the first condition comprises achieving a specific game outcome associated with the first game.

93. (new) The gaming method of claim 90, wherein the first condition comprises a level of winning associated with the first game.

94. (new) The gaming method of claim 90, further comprising:

if a third condition is satisfied, displaying the first game display, the plurality of second game displays, the plurality of third game displays on the single display screen at the same time, and a plurality of fourth game displays on the single display screen at the same time, the plurality of fourth game displays corresponding to a plurality of fourth games;

determining a fourth outcome of the first game;

determining third outcomes of the plurality of second games;

determining second outcomes of the plurality of third games;

determining outcomes of the plurality of fourth games;

wherein, if the third condition is satisfied, providing awards is further based on the fourth outcome of the first game, the third outcomes of the plurality of second games, the second outcomes of the plurality of third games, and the outcomes of the plurality of fourth games.

95. (new) A gaming method, comprising:

receiving a wager from a first person;

displaying at least one locally played game and at least one remotely played game on a single display screen of a gaming apparatus at the same time, wherein the at least one locally played game is played by a first person at the gaming apparatus, and wherein the at

least one remotely played game is played by a second person at a location remote to the first person; and

determining a value payout associated with at least an outcome of the at least one locally played game.

96. (new) A gaming method as defined in claim 95, further comprising providing input, via an input device of the gaming apparatus, to the at least one remotely played game.

97. (new) A gaming method as defined in claim 95, further comprising accepting a wager on the at least one remotely played game from the first person via an input device of the gaming apparatus.

98. (new) A gaming method as defined in claim 95, wherein the at least one locally played game and the at least one remotely played game are independently operable

99. (new) A gaming method as defined in claim 95, wherein the value payout is associated with outcomes of the at least one locally game and the at least one remotely played game.

100. (new) A gaming method as defined in claim 99, further comprising apportioning the value payout between the first person and the second person.

101. (new) A gaming method as defined in claim 95, wherein the remotely played game displayed on the display screen is the same game image that is displayed on a display screen of the remote gaming apparatus.

102. (new) A gaming method as defined in claim 95, wherein displaying the at least one locally played game and the at least one remotely played game on the single display screen comprises displaying each of the at least one locally played game and the at least one remotely played game in a separate graphical window on the single display screen.

103. (new) A gaming method as defined in claim 95, wherein displaying the at least one locally played game and the at least one remotely played game on the single display screen

comprises displaying each of the at least one locally played game and the at least one remotely played game on a separate, separately controllable sub-array of the single display screen.

104. (new) A gaming method, comprising:

accepting a wager for initiating play of a plurality of games, the plurality of games including at least a first game and a second game;

displaying the plurality of games on a single display screen at the same time; and

determining at least a first outcome of the first game and a second outcome of the second game;

providing a bonus in response to a combination of at least the first outcome and the second outcome.

105. (new) A gaming method as defined in claim 104, wherein providing the bonus comprises activating at least one bonus game.

106. (new) A gaming method as defined in claim 104, wherein providing the bonus comprises activating a multiplier, the multiplier to multiply a value payout associated with at least one outcome of at least the one game of the plurality of games.

107. (new) A gaming method as defined in claim 104, wherein providing the bonus comprises providing a relatively more valuable bonus if the first outcome and the second outcome are simultaneous, rather than non-simultaneous.

108. (new) A gaming method as defined in claim 104, wherein providing the bonus comprises qualifying the player for entry into a tournament game.

109. (new) A gaming method as defined in claim 104, wherein displaying the plurality of games comprises displaying each game of the plurality of games in a separate graphical window on the single display screen.

110. (new) A gaming method as defined in claim 104, wherein displaying the plurality of games comprises displaying each game of the plurality of games on a separate, separately controllable sub-array of the single display screen.